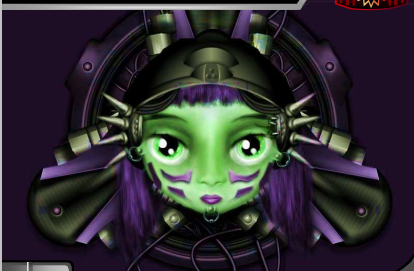


Hard Code 001 — **Uncommon**

Faerie

1



Program-Random-AI-2 MU
At the start of each run, roll a die. On a 1, all your installed **icebreakers** get -2 strength for the remainder of that run. On a 2, all your installed **icebreakers** get -1 strength for the remainder of that run. On a 5, all your installed **icebreakers** get +1 strength for the remainder of that run. On a 6, either all your installed **icebreakers** get +2 strength for the remainder of that run, or you may put a +1 strength counter on all your installed **icebreakers**.

Illus. Deaddreamer
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 002 — **Common**

Plug Device Identifier

1



Program-Net Link-1 MU
All pieces of **plug** and **deck hardware** get -[1] installation cost.
When you install a **net link**, draw a card.
"At the beginning, this device was made as a protection against hackers, to prevent them from connecting to the systems. As always, we found a better and more efficient use."

Illus. Lushpix Fotosearch
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 003 — **Uncommon**

Shadow Succubus

1



Program-Daemon-Stealth-1 MU
Put [1] on Shadow Succubus when it is installed. Use this bit only to pay for using **stealth icebreakers** during runs. If you use this bit, replace it from the bank at the start of your next turn.
Shadow Succubus can have up to 2 MU of **programs** installed in it. You may install only **stealth programs** in Shadow Succubus. If Shadow Succubus leaves play, trash all **programs** installed in it.

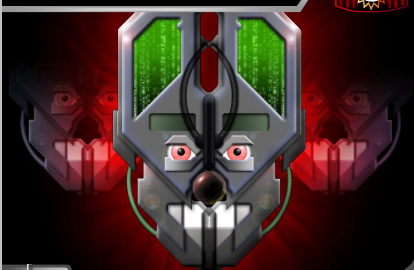
Illus. Deaddreamer
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 004 — **Common**

Teaser

3



Program-Unique-2 MU
At the start of each of your turns and at the end of any unsuccessful run, pay [2] or trash Teaser. This trashing cannot be prevented.
All **ice** is encountered with its strength reduced by 2.
Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.


Illus. SamInc04
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 005 — **Rare**

Instant Overwriting Code

4



Program-AI-Group-2 MU
Whenever the ability of an **alphatest** requires you to pay [1] to prevent it from being trashed at the end of a run, that cost is [0] instead of [1].
[3]: For the remainder of the run, all your installed **alphatests** may break up to three subroutines instead of two on each single piece of **ice**. Use this ability only at the start of a run.
You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Alphanine
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 006 — **Rare**

On-the-Fly Copy Program

4



Program-AI-Group-2 MU
A. A. [1]: Remove a -1 strength counter from each installed **betatest**.
[2]: For the remainder of the run, all original and printed costs of [2] or [3] to use a subroutine on a **betatest** are respectively [1] instead of [2], and [2] instead of [3]. Use this ability only at the start of a run.
You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Carson Catlin
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 007 — **Uncommon**

Dragon Team Code

5



Program-Random-2 MU
All **kamikazes** get -[1] installation cost.
Whenever a **kamikaze** is trashed successfully, roll a die. On a 3 or more, gain [1].
"The most difficult part was to sell what's left of those programs after use."


Illus. Zed
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 008 — **Rare**

Auto-Rewrite AI

6



Program-AI-Group-2 MU
Whenever you trash successfully a **kamikaze** to use its ability, you may pay [2] more than its installation cost to reinstall it back at no cost.
You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
"The attacking subroutines are destroyed, but the code structure is saved."

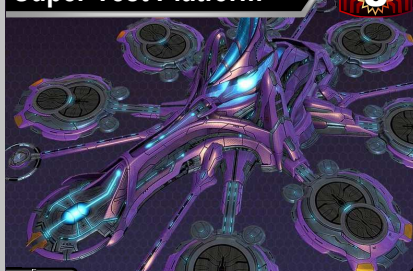
Illus. Bill Pipilas
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 010 — **Common**

Super Test Platform

8



Program-Group-Net Link-1 MU
When you install Super Test Platform, choose a keyword between **alphatest** and **betatest**. All **programs** with that keyword get -[2] installation cost, and +1 strength during each run.
You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
When you install a **net link**, draw a card.

Illus. Chris Moffitt
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 009 – **Rare**

Balron

10



Program-Daemon-Cybersoft-Unique-4 MU

Balron can have up to 9 MU of programs installed in it. All icebreakers installed in Balron have their strength increased by 1. Whenever you are about to install a daemon in Balron, the installation cost of that daemon is reduced by [2]. If Balron leaves play, trash all programs installed in it.

To trash one of your cybersoft cards, your opponent must [4] in addition to any other costs, or use a card effect pay targeting specifically that keyword.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Erik Asorson
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 011 – **Common**

Genetic Mutant

0



Program-Icebreaker-Alphatest-Group-1 MU

[1]: Break ice subroutine.

During each encounter with a piece of ice, you cannot break more than two of its subroutines with that alphatest. If you use that alphatest during a run, trash it at the end of that run unless you pay [1].

You may put a group only in decks that contain 60 cards or more at the beginning of the game.


Illus. Zed
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 012 – **Uncommon**

Freaks

2



Program-Icebreaker-Kamikaze-2 MU

Suffer 1 Net damage when Freaks is installed.

[3]: Break ice subroutine.

[2], T: Trash a piece of ice of which you have just broken all the subroutines with that kamikaze only, and the Corp gives you a tag.

"It's so scary that you want to get rid of it anyway."

Illus. Allan Jay R Soriano
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 013 – **Common**

Bouncing Spheres

3



Program-Icebreaker-Betatest-1 MU

Put a -1 strength counter on Bouncing Spheres when it is installed.

[1]: Break ice subroutine.

[1], [X]: +1 strength

When you install a betatest, put three -1 strength counters on it. At the end of your turn, remove a -1 strength counter from a betatest if you used any of its subroutines during that turn. X is the number of -1 strength counters on that betatest.

Illus. Angel Estevez
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 014 – **Uncommon**

Energy Concentrator

3



Program-Icebreaker-Alphatest-1 MU

At the start of each encounter with a piece of ice, suffer 1 Net damage.

[1]: Break ice subroutine.

During each encounter with a piece of ice, you cannot break more than two of its subroutines with that alphatest. If you use that alphatest during a run, trash it at the end of that run unless you pay [1].


Illus. Dhilip Kumar Somesh
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 015 – **Common**

Data Tester

4



Program-Icebreaker-Autorun-Betatest-1 MU

[2]: Break ice subroutine.

[2], [X]: +2 strength

When you install an autorun, make immediately a run without taking an action to do so; you cannot jack out during that run.

When you install a betatest, put three -1 strength counters on it. At the end of your turn, remove a -1 strength counter from a betatest if you used any of its subroutines during that turn. X is the number of -1 strength counters on that betatest.

Illus. Brion Basha
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 016 – **Rare**

Multiplex

7



Program-Icebreaker-Stealth-Group-1 MU

When you install Multiplex, choose a keyword between code gate, wall, and sentry, and you may install another Multiplex from your hand without taking an action to do so.

[1]: Break subroutine on a piece of ice that has not the chosen keyword for that Multiplex.

[1]: +1 strength for the remainder of this run

Whenever you pay for using a subroutine on Multiplex, you may use only bits from stealth sources.

You may put a group only in decks that contain 60 cards or more at the beginning of the game.

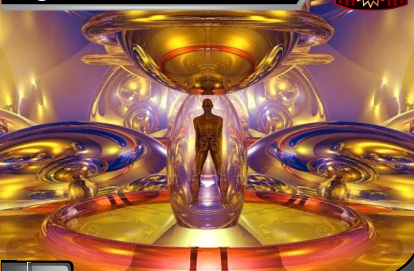
Illus. The Almighty Dwarf
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 017 – **Common**

Digital Hero

4



Program-Icebreaker-Kamikaze-2 MU

Suffer 1 Net damage when Digital Hero is installed.

[3]: Break ice subroutine.

[2], T: Trash a piece of ice of which you have just broken all the subroutines with that kamikaze only, and the Corp gives you a tag.

"The fate of a hero is to die, above all if he is virtual."

Illus. Duncan
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 018 – **Rare**

Poisonous Blade

4



Program-Icebreaker-Alphatest-Samurai-Random-1 MU

At the start of each run, suffer 1 brain damage.

[1]: Break ice subroutine.

During each encounter with a piece of ice, you cannot break more than two of its subroutines with that alphatest. If you use that alphatest during a run, trash it at the end of that run unless you pay [1].

At the end of each successful run during which you used a samurai, put a Patch counter on it. Every two Patch counters on a samurai give +1 to its strength.

Illus. MadMetzie
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 019 – **Uncommon**

Visitor

4



Program-Icebreaker-Betatest-Net Link-1 MU
 [2], [X]: Break all subroutines on a single piece of ice encountered during a run on a central data fort, or break ice subroutine.
 [1], [X]: +1 strength
 When you install a **betatest**, put three –1 strength counters on it. At the end of your turn, remove a –1 strength counter from a **betatest** if you used any of its subroutines during that turn. X is the number of –1 strength counters on that **betatest**.
 When you install a **net link**, draw a card.
 Illus. Redinard
 v2.5.B

2

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 020 – **Common**

Road Hog

5



Program-Icebreaker-Betatest-1 MU
 [2]: Break, on a single piece of ice, up to two subroutines that generate an "End the run" effect.
 [2], [X]: Break ice subroutine.
 [2], [X]: +1 strength
 When you install a **betatest**, put three –1 strength counters on it. At the end of your turn, remove a –1 strength counter from a **betatest** if you used any of its subroutines during that turn. X is the number of –1 strength counters on that **betatest**.
 Illus. Gorilla Hime
 v2.5.B

3

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 021 – **Uncommon**

Death Code

6



Program-Icebreaker-Autorun-Kamikaze-2 MU
 [3]: Break ice subroutine.
 When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 [2]: T. Trash a piece of ice of which you have just broken all the subroutines with that **kamikaze** only, and the Corp gives you a tag.
 Illus. Russel Addis
 v2.5.B


3

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 022 – **Uncommon**

Goddess of Samurais

11



Program-Icebreaker-Samurai-1 MU
 At the start of each run, X=5. During a run, whenever an ice subroutine that generates damage is not broken, subtract 1 from X, unless X=0.
 [X]: Break all subroutines but one on a single piece of ice.
 [3]: Break ice subroutine that generates an "End the run." effect.
 At the end of each successful run during which you used a **samurai**, put a Patch counter on it. Every two Patch counters on a **samurai** give +1 to its strength.
 Illus. Jani Hamalainen
 v2.5.B

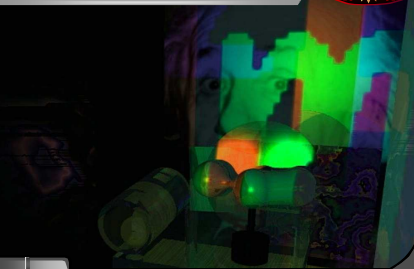
5

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 023 – **Rare**

Einstein Deviant Code

14



Program-Icebreaker-Group-Net Link-Random-2 MU
 [0]: Roll a die. On a 3 or more, break ice subroutine. Otherwise, suffer that much brain damage. Use this ability only once on each subroutine during each encounter with a piece of ice.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 When you install a **net link**, draw a card.
 "God doesn't play dice. That program does."
 Illus. David Anjo
 v2.5.B

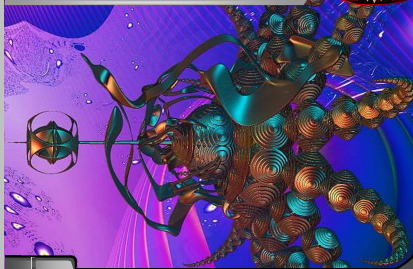
6

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 024 – **Common**

Central Key

3



Program-Icebreaker-1 MU
 [0]: Break **code gate** subroutine. Use this ability only during a run on a central data fort.
 [2]: Break **code gate** subroutine.
 [1]: +1 strength
 [0]: Prevents up to 1 Net damage. Use this ability only during a run on a central data fort, and only once per turn.
 Illus. Stefan Vitanov
 v2.5.B

0

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 025 – **Uncommon**

Fleeting Waves

0



Program-Icebreaker-Betatest-Noisy-1 MU
 [0], [X]: Break **code gate** subroutine.
 [3], [X]: +1 strength for the remainder of this run
 Whenever you break a **code gate** subroutine with **Fleeting Waves**, lose [1] from a **stealth** card.
 When you install a **betatest**, put three –1 strength counters on it. At the end of your turn, remove a –1 strength counter from a **betatest** if you used any of its subroutines during that turn. X is the number of –1 strength counters on that **betatest**.
 Illus. Deaddreamer
 v2.5.B

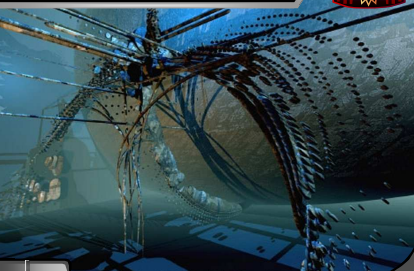
1

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 026 – **Uncommon**

Alpha Decrypter

0



Program-Icebreaker-Alphatest-1 MU
 At the start of each run, suffer 1 Net damage.
 [1]: Break up to two **code gate** subroutines on a single piece of ice.
 During each encounter with a piece of ice, you cannot break more than two of its subroutines with that **alphatest**. If you use that **alphatest** during a run, trash it at the end of that run unless you pay [1].
 Illus. Darrel Anderson
 v2.5.B

2

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 027 – **Rare**

Deep Purple Protector

1



Program-Icebreaker-Betatest-1 MU
 [1], [X]: Break **code gate** subroutine.
 [3], [X]: +2 strength
 Prevents up to 1 damage per turn.
 When you install a **betatest**, put three –1 strength counters on it. At the end of your turn, remove a –1 strength counter from a **betatest** if you used any of its subroutines during that turn. X is the number of –1 strength counters on that **betatest**.
 "Derived from Evil Twin, like the others."
 Illus. Erik Lewis
 v2.5.B

3

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 028 – Common

Auto-Erasing Decoder

2



Program-Icebreaker-Kamikaze-Net Link-1 MU

[3]: Break **code gate** subroutine.

[2]: T: Trash a piece of ice of which you have just broken all the subroutines with that **kamikaze** only, and the Corp gives you a tag.

When you install a **net link**, draw a card.

"But why throwing away the keys after ?"

Illus. none
v2.5.B

4

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 029 – Common

Central Cannon

4



Program-Icebreaker-Noisy-1 MU

[0]: Break **wall** subroutine. Use this ability only during a run on a central data fort.

[2]: Break **wall** subroutine.

[1]: +1 strength

[0]: Prevents up to 1 Net damage. Use this ability only during a run on a central data fort, and only once per turn.

Whenever you break a **wall** subroutine with Central Cannon, lose a total of [2] from **stealth** cards.

Illus. Ayreon
v2.5.B

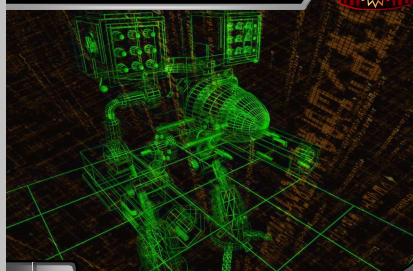
0

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 030 – Uncommon

Fleeting Assault Machine

1



Program-Icebreaker-Betatest-Noisy-1 MU

[0], [X]: Break **wall** subroutine.

[3], [X]: +1 strength for the remainder of this run

Whenever you break a **wall** subroutine with Fleeting Assault Machine, lose a total of [2] from **stealth** cards.

When you install a **betatest**, put three –1 strength counters on it. At the end of your turn, remove a –1 strength counter from a **betatest** if you used any of its subroutines during that turn. X is the number of –1 strength counters on that **betatest**.

Illus. none
v2.5.B


1

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 031 – Uncommon

Alpha Leveller

1



Program-Icebreaker-Worm-Alphatest-1 MU

At the start of each run, suffer 2 Net damage.

[1]: Break up to two **code gate** subroutines on a single piece of ice.

During each encounter with a piece of ice, you cannot break more than two of its subroutines with that **alphatest**. If you use that **alphatest** during a run, trash it at the end of that run unless you pay [1].

Illus. Darrel Anderson
v2.5.B

2

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 032 – Rare

Deep Red Protector

2



Program-Icebreaker-Worm-Betatest-1 MU

[1], [X]: Break **wall** subroutine.

[3], [X]: +2 strength

Prevents up to 1 damage per turn.

When you install a **betatest**, put three –1 strength counters on it.

At the end of your turn, remove a –1 strength counter from a **betatest** if you used any of its subroutines during that turn. X is the number of –1 strength counters on that **betatest**.

"It is even able to dig through frozen data."

Illus. Cie Mathis
v2.5.B

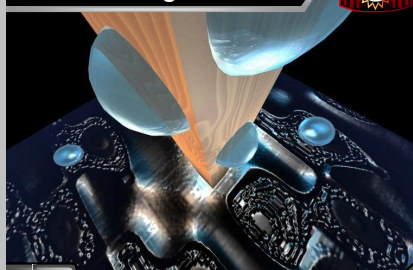
3

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 033 – Common

Auto-Erasing Maul

3



Program-Icebreaker-Kamikaze-Noisy-Net Link-1 MU

[3]: Break **wall** subroutine.

Whenever you break a **wall** subroutine with Auto-Erasing Maul, lose a total of [3] from **stealth** cards.

[2]: T: Trash a piece of ice of which you have just broken all the subroutines with that **kamikaze** only, and the Corp gives you a tag.

When you install a **net link**, draw a card.

Illus. Régis Scotto
v2.5.B

4

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 034 – Common

Central Mechanoid

6



Program-Icebreaker-Killer-1 MU

[0]: Break **sentry** subroutine. Use this ability only during a run on a central data fort.

[2]: Break **sentry** subroutine.

[1]: +1 strength

[0]: Prevents up to 1 non-meat damage. Use this ability only during a run on a central data fort, and only once per turn.

Illus. Deaddreamer
v2.5.B

0

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 035 – Uncommon

Fleeting Ghost

2



Program-Icebreaker-Killer-Betatest-Noisy-1 MU

[0], [X]: Break **sentry** subroutine.

[3], [X]: +1 strength for the remainder of this run

Whenever you break a **sentry** subroutine with Fleeting Ghost, lose all bits from all **stealth** cards.

When you install a **betatest**, put three –1 strength counters on it. At the end of your turn, remove a –1 strength counter from a **betatest** if you used any of its subroutines during that turn. X is the number of –1 strength counters on that **betatest**.

Illus. none
v2.5.B

1

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 036 – Uncommon

Alpha Machine

2



Program-Icebreaker-Killer-Alphatest-1 MU

At the start of each run, suffer 3 Net damage.

[1]: Break up to two **sentry** subroutines on a single piece of ice.

During each encounter with a piece of ice, you cannot break more than two of its subroutines with that **alphatest**. If you use that **alphatest** during a run, trash it at the end of that run unless you pay [1].

Illus. Darrel Anderson
v2.5.B

2

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 037 – **Rare**

Deep Violet Protector

3



Program-Icebreaker-Killer-Betatest-1 MU
[1], [X]: Break sentry subroutine.
[3], [X]: +2 strength
 Prevents up to 1 damage per turn.
 When you install a **betatest**, put three –1 strength counters on it.
 At the end of your turn, remove a –1 strength counter from a **betatest** if you used any of its subroutines during that turn. X is the number of –1 strength counters on that **betatest**.
"Ready for a data ride?"
 Illus. Barney Lahaye
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 038 – **Common**

Auto-Erasing Dahlia

4



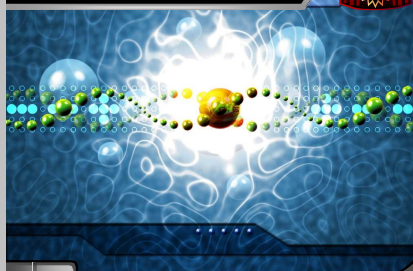
Program-Icebreaker-Killer-Kamikaze-Net Link-1 MU
 Suffer 1 Net damage when Auto-Erasing Dahlia is installed.
[3]: Break sentry subroutine.
[2]: T. Trash a piece of ice of which you have just broken all the subroutines with that **kamikaze** only, and the Corp gives you a tag.
 When you install a **net link**, draw a card.
 Illus. none
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 039 – **Uncommon**

Viral Neuralizer

0



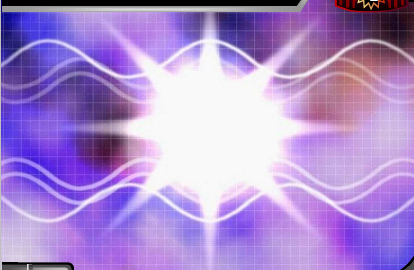
Program-Virus-Group-Random-2 MU
 Whenever you break all subroutines on a piece of ice, put an Autobreak counter on that ice. At the start of each encounter with a piece of ice, roll a die for each Autobreak counter on it. On each 6, choose a subroutine on that piece of ice; that subroutine is automatically broken.
 The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 Illus. Axis000
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 040 – **Common**

Viral Interferences

1



Program-Virus-Random-1 MU
 Whenever you make a successful run, give the Corp an Interference counter. At the start of each of the Corp's turns, you may roll a die for each Interference counter. On each 6, remove an Interference counter and a tag at no cost.
 The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.
 Illus. Profanity
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 041 – **Uncommon**

Swapper

2



Program-Virus-1 MU
 Whenever you make a successful run on a data fort, put a Swapper counter in that fort. At the start of each run on a data fort that contains at least one Swapper counter, you may swap a piece of ice on that fort with a piece of ice installed on another data fort that contains at least one Swapper counter; those two pieces of ice must be either both rezzed or both unrezzed.
 The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.
 Illus. none
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 042 – **Rare**

Auto-Load Overwriter

3



Program-Virus-1 MU
 Whenever you make a successful run on a data fort, put a Rot counter in that fort. At the end of any successful run on a data fort, you may remove X Rot counters in that fort to trash a piece of rezzed ice on that fort. X is the rez cost of that piece of ice.
 The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.
 Illus. Twothduband
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 043 – **Uncommon**

File Structure Decoder

0



Program-Virus-Net Link-Random-1 MU
 Whenever you make a successful run on HQ, give the Corp an Overt counter. Each Overt counter forces the Corp to roll a die whenever it installs a card. On each 5 or 6, the Corp must reveal that card and remove an Overt counter.
 The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.
 When you install a **net link**, draw a card.
 Illus. Inso Vly
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 044 – **Common**

Linker

1



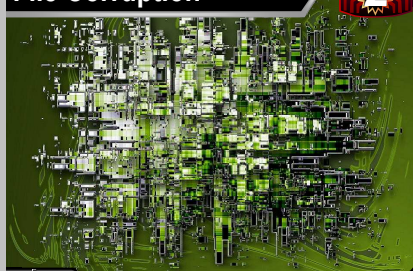
Program-Virus-Net Link-1 MU
 Whenever you make a successful run on HQ, give the Corp a Linker counter. At the end of each unsuccessful trace, the Corp loses [1] for each Linker counter.
 The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.
 When you install a **net link**, draw a card.
 Illus. Jlnans
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 045 – **Rare**

File Corruption

2



Program-Virus-Group-Random-1 MU
 Whenever you make a successful run on HQ, give the Corp a Blank counter. Each Blank counter forces the Corp to roll a die whenever it is about to discard a card. On a 1, that card is removed from game instead of being trashed, and the Corp removes a Blank counter.
 The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 Illus. none
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 046 – Common

Blurring Track

3



Program-Virus-Net Link-1 MU
Whenever you make a successful run on HQ, give the Corp a Blur counter. Each Blur counter reduces the Corp's trace value by one during each trace attempt.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

When you install a net link, draw a card.

Illus. Dineshsingh Thakur
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 047 – Uncommon

Deathstar™ Ice Jammer

5



Program-Virus-1 MU
Whenever you make a successful run on HQ, put a Jammed counter on each rezzed piece of ice and on each installed icebreaker. Each Jammed counter on a piece of ice or an icebreaker gives -1 to its strength. If for any reason, the number of Jammed counters on an ice or icebreaker card is equal or greater than its original and printed strength, trash that piece of ice or that icebreaker.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

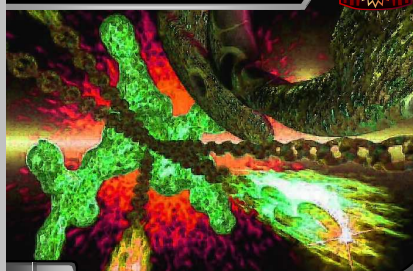
Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 048 – Rare

Chains

3



Program-Virus-Group-Net Link-1 MU
Whenever you make a successful run on all subsidiary data forts in the same turn, give the Corp a Stuck counter. Every two Stuck counters force the Corp to pay [1], in addition to any other costs, to score an agenda, or cannot score that agenda.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions. You may put a group only in decks that contain 60 cards or more at the beginning of the game.

When you install a net link, draw a card.


Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 049 – Rare

System Reformatting

5



Program-Virus-Random-2 MU
Whenever you make two consecutive and successful runs in the same turn, the first being on HQ and the second on the Archives, give the Corp a Format counter. At the start of each of the Corp's turns, if it has one or more Format counters, roll a die. On a 1 or 2, you may remove a Format counter to trash one of the Corp's installed cards that is not installed in a fort illegal to run on.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Illus. ABBE
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 050 – Rare

Corolla Hell Chip

0



Hardware-Chip-Unique
The Corp gives you a tag, [1]: Whenever you are about to pay any bit cost for using an icebreaker subroutine to break any number of subroutines on a piece of black ice, that cost is [0] instead of the original and printed cost. Using this ability forces you to jack out after the encounter with that piece of ice.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.


Illus. Lushpix Fotosearch
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 051 – Common

Data Fuse

1



Hardware-Cybernetics-Plug
Trash a piece of hardware: Prevents one Net damage.

T: Prevents up to two damage of any one type.

For every two plugs in play, all pieces of non-plug hardware get -[1] installation cost.

"Have you something human in your steel brain?"

Illus. Ron Weed
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 052 – Uncommon

Sorter Box

1



Hardware-Plug-Net Link
Whenever you suffer Net or brain damage, you may choose the cards you discard.

For every two plugs in play, all pieces of non-plug hardware get -[1] installation cost.

When you install a net link, draw a card.

Illus. Queillon
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 053 – Uncommon

Cortex Protective Utility

2



Hardware-Cybernetics-Plug-Group
Prevents one brain damage each turn.

[2], T: Prevents up to 2 brain damage.

For every two plugs in play, all pieces of non-plug hardware get -[1] installation cost.

You may put a group only in decks that contain 60 cards or more at the beginning of the game.

"The CPU is a small dynamic processor that deflects any surge in the neuronal system."

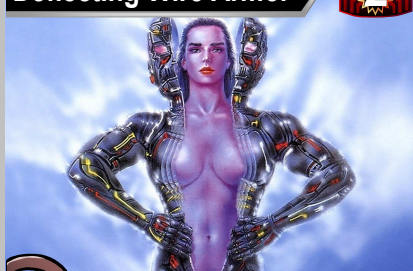
Illus. Roberto Campus
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 054 – Uncommon

Deflecting Wire Armor

2



Hardware-Cybernetics-Plug-Group
Prevents one meat damage each turn.

[1], T: Prevents up to 2 meat damage.

For every two plugs in play, all pieces of non-plug hardware get -[1] installation cost.

You may put a group only in decks that contain 60 cards or more at the beginning of the game.

"The most pleasant part is when my grill friend removes it, because it's so tight than you cannot wear anything else."


Illus. Luis Royo
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 055 – **Uncommon**

Dynamic UPS

2



Hardware-Plug-Group
Prevents one Net damage each turn.

[1], T: Prevents up to 2 Net damage.

For every two **plugs** in play, all pieces of non-**plug hardware** get –[1] installation cost.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

"This Uninterruptible Power Supply acts exactly like a surge buffer, but with my body electrical activity."


Illus. Neil Blevins
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 056 – **Common**

Eurocorpse™ Alpha Chip

3



Hardware-Chip-Net Link
Put [1] from the bank on Eurocorpse Alpha Chip when it is installed. Use this bit only to pay for installing **viruses** in Eurocorpse Alpha Chip. If you use this bit, replace it from the bank at the start of your next turn.

Eurocorpse Alpha Chip can have up to one 1 MU of **virus programs** installed in it. If Eurocorpse Alpha Chip leaves play, trash all **programs** installed in it.

When you install a **net link**, draw a card.

Illus. Yeon Woong Jung
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 057 – **Uncommon**

Eurocorpse™ Beta Chip

5



Hardware-Chip-Net Link
Put [2] from the bank on Eurocorpse Beta Chip when it is installed. Use these bits only to pay for installing **viruses** in Eurocorpse Beta Chip. If you use any of these bits, replace them from the bank at the start of your next turn.

Eurocorpse Beta Chip can have up to 2 MU of **virus programs** installed in it. If Eurocorpse Beta Chip leaves play, trash all **programs** installed in it.

When you install a **net link**, install it face up, and draw a card.

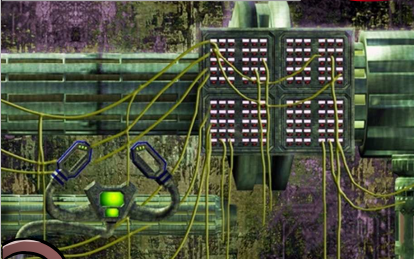
Illus. Royaltroom
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 058 – **Common**

Traktek™ Trace Box

5



Hardware-Group-Unique
All **base link programs** get –[1] installation cost, and give +1 base link during each trace attempt made during runs.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Akahastur
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 059 – **Common**

Corolla Stealth Chip

6



Hardware-Chip-Stealth
Put [3] on Corolla Stealth Chip when it is installed. Use these bits only to pay for installing **stealth** cards. If you use any of these bits, replace them for the bank at the start of your next turn.

"The first corolla was too specific. This new generation is more expensive, but can use stealth codes to pass unnoticed."

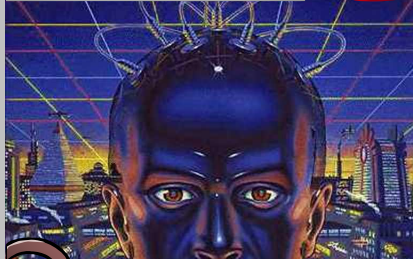
Illus. David Brickley
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 060 – **Rare**

Neural Broadcaster

6



Hardware-Cybernetics-Chip-Bad Publicity-Unique-Random
You cannot break AP subroutines that do not generate an "End the run" effect: whenever you suffer successfully the effect of such a subroutine, roll a die. On a 5 or 6, give the Corp 1 **Bad Publicity** point.

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"This chip is connected to a pseudo-religious network organization. Not very reliable people, but good at disclosing Corps' secrets."


Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 061 – **Rare**

Synaptic Shield

7



Hardware-Cybernetics-Unique-Random
At the start of each run, choose a keyword. During that run, you may ignore, on all pieces of ice with that keyword, all subroutines that generate damage.

Put one Absorb counter on Synaptic Shield for each of those subroutines you ignored in this way. At the end of run, roll X dice, where X is the number of Absorb counters on Synaptic Shield, and remove all Absorb counters. On each 1 or 2, suffer that much Net damage.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.


Illus. Philips James
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 062 – **Rare**

Super Fast Nano-Booster

8



Hardware-Cybernetics-Unique
On an **icebreaker**, if the original and printed cost to use a subroutine that can increase its strength is [2] or more, that cost is reduced by [1].

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

"Slow to start and expand into the matrix, but once in place, all the tortuous connections look like highways."

Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 063 – **Common**

TrakTek™ Box

5



Hardware-Deck-Net Link
Provides +1 MU and +1 hand size. Prevents 1 meat damage each turn. During each trace attempt, you have +1 link. At the end of each unsuccessful trace attempt, gain [1].

Only one **deck** can be in play at a time. Trash any older decks.

When you install a **net link**, draw a card.

"At first, Traktek was a company specialized in anti-hacking systems, but hackers are so numerous nowadays that they represent finally a better customer potential."

Illus. Matt Sushita
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 064 – **Rare**

Transdata Accelerator

11



Hardware-Deck

Install Transdata Accelerator only if you have at least one ally in play. If for any reason, there is no ally in play, trash Transdata Accelerator.

Provides +1 MU and +1 hand size. All resources get –[2] installation cost, and all connections and BBS get an additional –[1] installation cost.

Only one deck can be in play at a time. Trash any older decks.


Illus. Joël Lintz
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 065 – **Common**

Hacking Dirty Job

0



Resource-Connection-Net Link

T: Gain [3]. Use this ability only at the end of a successful run, and only if no other Hacking Dirty Job has already been trashed during that run.

When you install a net link, draw a card.

"How can you tell that it's dirty? Think about that : selling bad food isn't dirty: only those who eat it are."

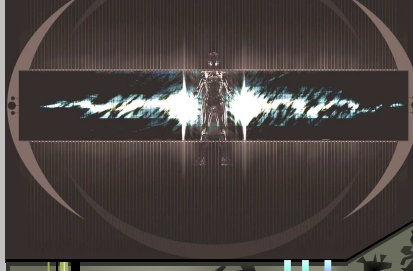
Illus. Kalman Andrasofszky
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 066 – **Rare**

Anti-Surge Procedure

2



Resource-Mission

Deadline: End of your current turn. **Contract:** You must make three successful runs without suffering any damage. **Reward:** For the remainder of the game, prevent up to 1 damage per turn. **Drawback:** For the remainder of the game, suffer 1 Net damage at the start of each of your turns, that cannot be prevented.

When you install a mission, you have until deadline to fulfill the contract. If you succeed, gain the reward. If you fail or if the mission leaves play before deadline, suffer the drawback. Remove a mission from the game if the deadline has expired.


Illus. EndEffect
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 067 – **Uncommon**

Double-Sided Link

2



Resource-Connection-Net Link

[2]. T: Prevent up to 4 Net damage or up to 2 brain damage, from one source, unless the Corp discards X cards from its HQ, where X is the number of damage that would have been prevented in this way.

When you install a net link, draw a card.


Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 068 – **Rare**

Dynamic Blood Transfusion

3



Resource-Mission

Deadline: End of your current turn. **Contract:** You must not suffer any damage. You must make at least four successful runs. **Reward:** Remove all brain damage and refresh your hand size to its maximum. **Drawback:** You cannot prevent Net and brain damage for the remainder of the game.

When you install a mission, you have until deadline to fulfill the contract. If you succeed, gain the reward. If you fail or if the mission leaves play before deadline, suffer the drawback. Remove a mission from the game if the deadline has expired.

Illus. Doug Andersen
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 069 – **Rare**

Wait and See

3



Resource-Mission

Deadline: End of your current turn. **Contract:** You cannot install Wait and See if another Wait and See is already installed. You must score 0 agenda point until deadline. You must make at least one successful run on HQ and R&D. **Reward:** The Corp forfeits its next agenda point. **Drawback:** You forfeit your next agenda point.

When you install a mission, you have until deadline to fulfill the contract. If you succeed, gain the reward. If you fail or if the mission leaves play before deadline, suffer the drawback. Remove a mission from the game if the deadline has expired.


Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 070 – **Rare**

Militech Secret Plant Files

4



Resource-Mission-Group

Deadline: End of your next turn. **Contract:** You must make at least three successful runs per turn. **Reward:** For the remainder of the game, all your installed icebreakers get +1 strength during runs. **Drawback:** For the remainder of the game, All your installed icebreakers get –2 strength during runs.

When you install a mission, you have until deadline to fulfill the contract. If you succeed, gain the reward. If you fail or if the mission leaves play before deadline, suffer the drawback. Remove a mission from the game if the deadline has expired. You may put a group only in decks that contain 60 cards or more at the beginning of the game.

Illus. Thierry Canon
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 071 – **Uncommon**

Zetatech Phi-tter

4



Resource-Connection

All alphatests and betatests get –[1] installation cost.

"This marvelous company always find the need that 'phits'."


Illus. Deaddermer
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 072 – **Uncommon**

Private Link Interface

5



Resource-Connection-Mission-Position

Deadline: End of your current turn. **Contract:** You must make at least one successful run on each data fort. **Reward:** For the remainder of the game, you may draw one card at the start of each run and gain [1] at the end of each successful run. **Drawback:** for the remainder of the game, the Corp gains [1] at the start of each run and at the end of each unsuccessful run.

When you install a mission, you have until deadline to fulfill the contract. If you succeed, gain the reward. If you fail or if the mission leaves play before deadline, suffer the drawback. Remove a mission from the game if the deadline has expired.


Illus. John Sledd
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 073 – **Rare**

General System Failure

8



Resource-Mission
Deadline: End of game. **Contract:** After each successful run on a data fort during which you give the Corp any number of **Virus** counters, put a **Failure** counter in that fort. In each data fort, the Corp must have at least three **Failure** counters. **Reward:** Win the game. **Drawback:** Lose the game even if other victory conditions are met.

When you install a **mission**, you have until **deadline** to fulfill the **contract**. If you succeed, gain the **reward**. If you fail or if the **mission** leaves play before **deadline**, suffer the **drawback**. Remove a **mission** from the game if the **deadline** has expired.


Illus. Bronx
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 074 – **Rare**

R&D Lab Bribery

9



Resource-Mission
Deadline: End of your next turn. **Contract:** You must trash at least X rezzed ice cards. X is one more than half the number, rounded down, of installed ice cards. **Reward:** For the remainder of the game, at the end of each successful run on a fort, you may pay the rez cost of a piece of rezzed ice on this fort to trash it. **Drawback:** You cannot trash any of the Corp's cards for the remainder of the game.

When you install a **mission**, you have until **deadline** to fulfill the **contract**. If you succeed, gain the **reward**. If you fail or if the **mission** leaves play before **deadline**, suffer the **drawback**. Remove a **mission** from the game if the **deadline** has expired.


Illus. Janine Johnston
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 075 – **Rare**

Bargain with Corporate VIP

0



Resource-Ally-Connection
 At the start of each of your turns, gain [1]. At the end of each successful run, gain [2]. Choose a keyword between **asset**, **black ops**, **gray ops**, and **research**. All **agendas**, but those with that keyword, get –1 difficulty. If Bargain with Corporate VIP leaves play, lose all your bits, and the Corp gives you five tags.

The Corp must pay [2] in addition to any other costs, to trash an installed **ally**. Only two **allies** can be in play at a time. If for any reason, more than one **ally** of a particular name is in play, trash all **allies** with that name but one.

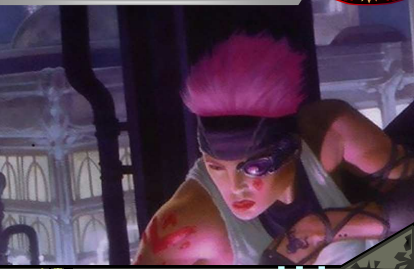
Illus. Jonas Ström
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 076 – **Common**

Guardian Angel

0



Resource-Ally-Net Link
 Whenever you suffer successfully meat damage, you may choose the cards you discard.

[1], T: Prevent up to 2 meat damage.

[3]: Prevent up to 2 meat damage.

The Corp must pay [2] in addition to any other costs, to trash an installed **ally**. Only two **allies** can be in play at a time. If for any reason, more than one **ally** of a particular name is in play, trash all **allies** with that name but one.

When you install a **net link**, draw a card.


Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 077 – **Uncommon**

Secret Way to Xanadu

0



Resource-Ally-BBS-Random
 At the start of each of your turns, gain [1] and roll a die. On a 1, suffer 1 brain damage that cannot be prevented. On a 2, suffer 1 Net damage that cannot be prevented. On a 3, lose [1]. On a 5, gain [1]. On a 6, gain [1] or draw a card.

The Corp must pay [2] in addition to any other costs, to trash an installed **ally**. Only two **allies** can be in play at a time. If for any reason, more than one **ally** of a particular name is in play, trash all **allies** with that name but one.

Illus. Vukasin Gajic
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 078 – **Common**

Tribal Team

0



Resource-Ally
 A: Make a run. For the remainder of that run, all your installed **icebreakers** get +1 strength, you cannot trash any card you access, and the Corp chooses the order in which you access cards.

The Corp must pay [2] in addition to any other costs, to trash an installed **ally**. Only two **allies** can be in play at a time. If for any reason, more than one **ally** of a particular name is in play, trash all **allies** with that name but one.


Illus. Moritat
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 079 – **Uncommon**

Secondhand Dealer

1



Resource-Ally-Random
 Whenever you liberate an **agenda**, gain [X], where X is half the original and printed difficulty of that **agenda**, rounded up, and roll a die. On a 4 or less, the Corp gives you a tag.

The Corp must pay [2] in addition to any other costs, to trash an installed **ally**. Only two **allies** can be in play at a time. If for any reason, more than one **ally** of a particular name is in play, trash all **allies** with that name but one.


Illus. Steve Thomas
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 080 – **Rare**

Anti-Competitor Agreement

2



Resource-Ally-Net Link
 At the start of each of its turns, the Corp may gain [1] instead of taking its mandatory draw; if it does so, it cannot make any trace during that turn. At the end of any of your turns, gain [1] if you have not made any run during that turn.

The Corp must pay [2] in addition to any other costs, to trash an installed **ally**. Only two **allies** can be in play at a time. If for any reason, more than one **ally** of a particular name is in play, trash all **allies** with that name but one.

When you install a **net link**, draw a card.

Illus. Quellion
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 081 – **Uncommon**

Network Supervisor

4



Resource-Ally-Group
 [4] or T: Prevent the effect of an **ambush** or **virus** Corp's card. Use this ability only when you are about to suffer the effect of an **ambush** or **virus** card.

The Corp must pay [2] in addition to any other costs, to trash an installed **ally**. Only two **allies** can be in play at a time. If for any reason, more than one **ally** of a particular name is in play, trash all **allies** with that name but one.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.


Illus. PV Project
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 082 – **Rare**

Corporate Traitor

5



Resource-Ally-Connection-Bad Publicity
Whenever the Corp does 3 or more meat damage successfully, give the Corp 1 **Bad Publicity** point.

The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.


Illus. Jason Seabaugh
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 083 – **Rare**

Doctor of Statistics

5



Resource-Ally-Connection
Installing Doctor of Statistics costs 1 agenda point, in addition to the normal cost. At the start of each of your turns, pay [1] or trash Doctor of Statistics. Whenever you are about to roll a die, roll two dice instead and choose one of the two results.

The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.


Illus. Luis Royo
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 084 – **Rare**

Acquaintance with WNS

8



Resource-Ally-Connection-Random
When you install Acquaintance with WNS, forfeit your next 2 agenda points and the Corp scores 1 agenda point. Then choose a keyword between **asset**, **research**, **gray ops**, and **black ops** and roll a die. On a 5 or 6, all agendas with that keyword get +3 difficulty; otherwise those agendas get +2 difficulty.

The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.


Illus. Luis Royo
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 085 – **Common**

Scout

0



Resource-Hidden-Connection
T: Expose a card. Use this ability only when the Corp has just installed that card.

Hidden resources are installed face down, but are put into the trash face up.

"Watch out, guys. Next week, we'll have to operate cautiously. They've just sent the order to the police department for a reinforced city surveillance."


Illus. David Ho
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 086 – **Common**

Trojan Program

0



Resource-Hidden-Sabotage
Trash all your installed programs. T: Trash up to two pieces of ice already encountered on a data fort. Use this ability only at the end of a run on that fort, and only if you have two or more programs installed.

Hidden resources are installed face down, but are put into the trash face up.

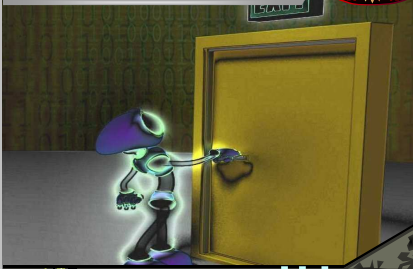
Illus. Ihsan Alnaswari
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 087 – **Uncommon**

Unexpected Exit

0



Resource-Hidden-Group
[2]. Suffer 1 brain damage. Remove **Unexpected Exit** from the game: Prevent the effect of an ambush or virus Corp card. Use this ability only when you are about to suffer the effect of an ambush or virus card.

Hidden resources are installed face down, but are put into the trash face up.

You may put a group only in decks that contain 60 cards or more at the beginning of the game.

Illus. Rod Green
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 089 – **Rare**

Denunciation

0



Resource-Hidden-Bad Publicity
[4]. T: If you have prevented an amount of damage from a Corp's source that would have flattened you, give the Corp 2 **Bad Publicity** points. Use this ability only when you prevent damage, and only if another Denunciation has not been trashed this turn.

Hidden resources are installed face down, but are put into the trash face up.

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.


Illus. Mia Steingraber
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 088 – **Uncommon**

Ice Code Robbery

0



Resource-Hidden
The Corp gives you two tags. [4]. T: Choose one of your installed icebreakers. For the remainder of the run, the starting strength of this icebreaker is equal to half your hand size, rounded down, instead of its original and printed strength. Use this ability only at the start of that run.

Hidden resources are installed face down, but are put into the trash face up.


Illus. Donato Giancola
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 090 – **Uncommon**

Central Net Shop

0



Resource-Hidden-BBS
[5]. The Corp gives you a tag. T: Search your stack or your trash for a **alphatest**, **betatest**, or **kamikaze** card, and install that card at no cost. Shuffle your stack afterwards if it has been searched in this way.


Hidden resources are installed face down, but are put into the trash face up.

Illus. Fractorius
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 091 – **Uncommon**

You Can Pass




Resource-Hidden
 [5]. The Corp gives you two tags. T: Whenever you are about to pay for using an **icebreaker** subroutine to break an **ice** subroutine that generates an "End the run" effect, that cost is reduced by [1] for the remainder of the run. Use this ability only at the start of that run.
 Hidden resources are installed face down, but are put in the trash face up.
"Of course I can pass : I gave my name to enter."
 Illus. John Sledd
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 092 – **Common**

Lab Plant Theft



Resource-Hidden-Group-Random
 [12]. T: Gain [17] and roll a die. On a 1, the Corp gives you a tag, that cannot be avoided. On a 6, gain [1]. You may use this ability whenever you pay any cost or penalty.
 Hidden resources are installed face down, but are put in the trash face up.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 Illus. Janet Aulisio
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 093 – **Uncommon**

Bodyweight Mutating Blood

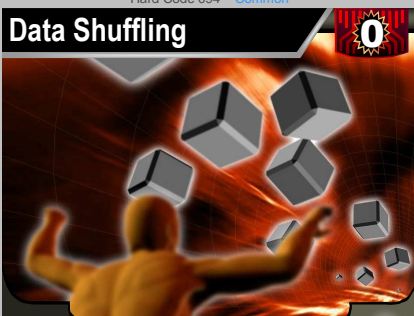


Prep-Group-Random
 Roll a die, apply any additional effect described below due to that roll, and draw that many cards. On a 1 or 2, suffer that many meat damage, that cannot be prevented. If you rolled a 1 in this way, roll a die again; on a 2 or less, reduce your hand size by 1.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
*"A cyborg would have no blood problem."
 "But you'd have jacks and oil problems."*
 Illus. Tiziano Baracchi
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 094 – **Common**

Data Shuffling



Prep-Sabotage
 Choose a data fort. Rearrange the **ice** installed on this fort the way you want. Then make a run on that data fort. At the end of that run, the Corp may rearrange the **ice** on that fort the way it wants.
"This code sends a neutral and invisible signal that goes directly to the data. It modify the detection countermeasures by making them quantic, i.e. uncertain."
 Illus. Jakob Nylund
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 095 – **Common**

Last Chance




Prep
 You cannot play more than one Last Chance per trace attempt. Do not play Last Chance as a normal action; instead, play it during a trace attempt, and only after you and the Corp have revealed how much each of you spent. Then Last Chance gives you +1 link for this trace.
"The challenge is to catch the last bit before it disappears."
 Illus. Jens Karlsson
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 096 – **Common**

Overheated Attack




Prep-Group
 Make a run. During that run, all installed pieces of **ice** and all installed **icebreakers** get +2 strength. During that run, prevents up to 2 non-meat damage and avoid automatically the first tag you would receive, if any.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 Illus. Arkadiusz Walerczuk
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 097 – **Common**

Pro-Shield




Prep-Group-Random
 Roll a die and make a run. X is the result of that die. Prevent up to X non-meat damage during that run. You may pay [1] when you play Pro Shield to take it back into your hand instead of trashing it.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 Illus. Hebus
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 098 – **Common**

Run via Bank Link



Prep-Group-Random
 Make a run. At the start of that run, roll a die and gain that many bits, which you may use only during that run. At the end of run, return to the bank any of those bits not spent.
 If run is successful, gain [2] at the end of that run.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 Illus. Magik Unicorn
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 099 – **Uncommon**

Weefle First Stage Exam



Prep
 Make a run, during which you cannot jack out nor trash any card you access. For the remainder of that run, the effect of each **ambush** is automatically prevented, unless the Corp pays [3], in addition to any other costs, for that **ambush**.
"We just used old recruiting programs for security agents."
 Illus. Fred Hooper
 v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 100 – **Rare**

Cyber Brain

1



Prep-Random
When you play Cyber brain, remove it from the game instead of trashing it. Remove all tags at no cost and all brain damage. Your hand size reverts to its maximum. Remove from the game all your installed **cybernetics** pieces of **hardware**. For the remainder of the game, roll a die for each tag the Corp attempts to give you. On a 3 or less, that tag cannot be avoided.

Illus. Etienne Waldt
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 101 – **Common**

Terrorist Raid

1



Prep-Sabotage
Make a run on the Archives. If run is successful, choose a **node** or **upgrade** card from the face up pile and make the Corp shuffle that card into R&D. The next time the Corp draws a card with that name, it must show it to you and forgo its next action.

"Terrorist is no longer a proper word, because they've no more religious ideology: they've understood that war is business."

Illus. Grav
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 102 – **Common**

Corprunner Agreement

2



Prep-Group-Random
Gain [5], and the Corp gains [4]. At the start of your next turn, roll a die and gain half that many bits, rounded down.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

"The idea is good : altering the central system salaries calculation. But I haven't succeeded to do it for my benefit only."

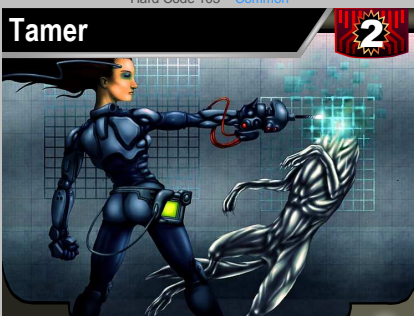
Illus. Quellion
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 103 – **Common**

Tamer

2



Prep-Sabotage
Make a run. For the remainder of that run, all **pit bull** and **watchdog** subroutines are automatically broken, and all **bloodhound** and **hellhound** ice is encountered with its strength reduced by 3.

"See the data over there? Go and get it, and give it to master."

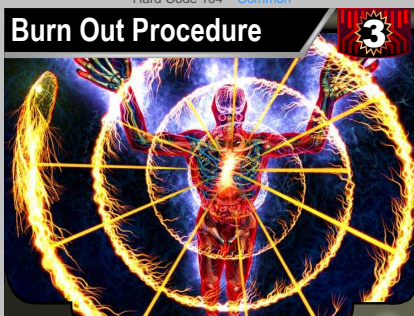
Illus. Dave Allsop
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 104 – **Common**

Burn Out Procedure

3



Prep
Make a run. For the remainder of that run, all your installed **icebreakers** get +4 strength. At the end of that run, remove from the game all your installed **programs**, and the Corp gives you three tags that cannot be avoided.

"I don't mind dying if I know that I've won before."


Illus. Meats Meier
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 105 – **Common**

Hawk Eye-ce

3



Prep
Choose one of your installed **icebreakers** that can break only **code gate**, **wall**, or **sentry** subroutines. Then make a run. That **icebreaker** gets +3 strength during that run. At the end of that run, trash that **icebreaker**. That trashing cannot be prevented.

Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 106 – **Common**

Sequential Installation

3



Prep-Group
Choose up to two **icebreakers** from your hand, install them at no cost, and put seven Warm-Up counters on each of them. Each Warm-Up counter on an **icebreaker** gives -1 strength to it. At the end of each of your turns, if those **icebreakers** have one or more Warm-Up counters, lose [1] and remove one Warm-Up counter from each of those **icebreakers**.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Magik Unicorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 107 – **Common**

Riot

3



Prep-Sabotage
Make a run. If you access any number of cards during that run, choose one of the cards accessed and show it to the Corp. The Corp cannot play nor install nor rez nor score any copy of that card during its next turn. If that card is already rezzed, the Corp cannot pay for using any effect of that card during its next turn.

Illus. Klaus Scherwinski
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 108 – **Uncommon**

Virus Glue

3



Prep-Sabotage-Group
Do not play this card as an action; instead, play it during the Corp's turn whenever the Corp forgoes actions to remove **Virus** counters. Prevents one **Virus** counter of your choice from being removed. You may play only one Virus Glue per turn. You may pay [4] when you play Virus Glue to take it back into your hand instead of trashing it.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 109 – **Uncommon**

Supernova

4



Prep-Group
Choose one of your installed **icebreakers** and make a run. For the remainder of this run, the original and printed strength of that **icebreaker** is doubled. At the end of that run, trash that **icebreaker** and an installed piece of **hardware** if any, and the Corp gives you a tag that cannot be avoided.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

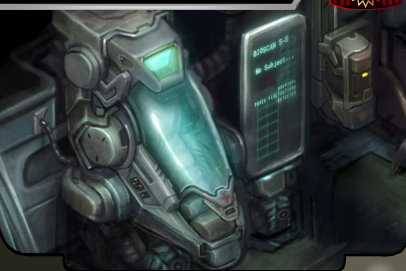
"The transfer rate was so high that it melted all my wires and made me blind for hours."
Illus. Deaddreamer
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 110 – **Uncommon**

Identity Rebuilt

0



Prep-Double
Remove all counters from all your installed cards; if you are tagged, the Corp may do the same for its own installed cards. Then fill your bit pool to [5] if you have less than [5] in your bit pool; if you are tagged, the Corp may do the same with its bit pool.

Playing a **double prep** costs two consecutive actions this turn instead of one.

Illus. Dave King
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 111 – **Common**

Counter-Trap

2



Prep-Double-Sabotage
Make a run, during which you cannot jack out. If you suffer successfully the effect of an **ambush** card you accessed during that run, you may trash at no cost a card installed or stored in that fort even if that card cannot be normally trashed, and you may derez a rezzed piece of **ice** on that fort.

Playing a **double prep** costs two consecutive actions this turn instead of one.

Illus. Stéphane Raymond
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 112 – **Common**

Global Killer

3



Prep-Double-Sabotage-Group
Make a run, during which you cannot jack out. At the start of that run, the Corp gives you five tags that cannot be avoided. For the remainder of the turn, all trace attempts are automatically successful. At the end of that run, if it is successful, you may trash all cards installed in or on that fort at no cost.

Playing a **double prep** costs two consecutive actions this turn instead of one.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.


Illus. Chris Pappathan
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 113 – **Common**

Shielded Attack

3



Prep-Double
Make a run. Prevent up to 3 non-meat damage during that run. If that run is on HQ or R&D, and if it is successful, access up to three additional cards.

Playing a **double prep** costs two consecutive actions this turn instead of one.


"Protective, efficient, these new Spartan shields are marvelous, even if they don't last more than a few microseconds."
Illus. Steve B
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 114 – **Common**

Security System Sabotage

3



Prep-Double-Group-Sabotage-Random
Make a run on HQ or R&D. For the remainder of that run, all **ice** is encountered with its strength reduced by 2. If run is successful, access one additional card from the fort run. At the end of that run, roll a die. On a 1 or 2, the Corp gives you two tags.

Playing a **double prep** costs two consecutive actions this turn instead of one.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Pene Menn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 115 – **Rare**

Parallel Circuit Bypass

4



Prep-Double-Group
Choose one of your installed **icebreakers** and a keyword between **code gate**, **wall**, and **sentry**. Then make a run. For the remainder of that run, change all occurrences of that keyword on that **icebreaker** by the keyword **code gate**, **wall**, or **sentry**. At the end of that run, uninstall that **icebreaker** and bring it into your hand.

Playing a **double prep** costs two consecutive actions this turn instead of one.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Magik Unicorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 116 – **Uncommon**

System Files Destruction

5



Prep-Double-Sabotage-Group
Make a run. If run is successful and you access X cards, you may remove from the game X of your installed cards to remove from the game up to X of those Corp's cards you accessed.

Playing a **double prep** costs two consecutive actions this turn instead of one.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.


"Easy: I'm just hacking from somewhere inside the company."
Illus. Otacorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 117 – **Rare**

Suicide to Victory

6



Prep-Double-Group
Make a run during which you cannot jack out. For the remainder of that run, all subroutines that generate an "End the run" effect are automatically broken, and all other subroutines cannot be broken. During that run, whenever you are about to suffer damage, roll a die. On a 1 or 2, that damage cannot be prevented.

Playing a **double prep** costs two consecutive actions this turn instead of one.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Johnny
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010